

U/SNS-AS2E-USA



JALECO™



INSTRUCTION BOOKLET



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Table of Contents

Warming Up	2
Controlling Your Team	3
Suit Up and Get Ready to Play	5
Selecting Your Team	6
Selecting Players	7
Offensive Coordinator	9
Defensive Coordinator	13
The Play Selection Screen	14
The Field	15
The Pause Menu	15
The Instant Replay	16
Calling a Time-Out	17
Scoring Summary	17
Team And Individual Statistics	18
Post-Season Play	19
Passwords and Play-Offs	20
Sterling Sharpe	21
Credits	22

PUSHING TO THE EXTREME

Pushing beyond the limits of human performance. A single athlete. A single goal. What drives an athlete to excel past any expectations? "The Ulysses Factor" is an element that forces an individual to excel beyond one's own limitations. Few individuals possess this quality. Some become heroes. Some become legends.

What drove Sterling Sharpe to break the NFL record for the most receptions in one year, then break his own record the following season? Desire? Courage? Love for the Game? The only way to truly know is to have that drive in yourself.

Experience the feeling of making reception after reception. Dive through a wall of muscle and blood for the game-winning touchdown. Throw a pass farther than you've ever thrown before. Rush in on a quarterback so fast that he begs to be taken out before he's carried out. Can you feel the drive? Take it to the limit, then go beyond. Take it END 2 END.

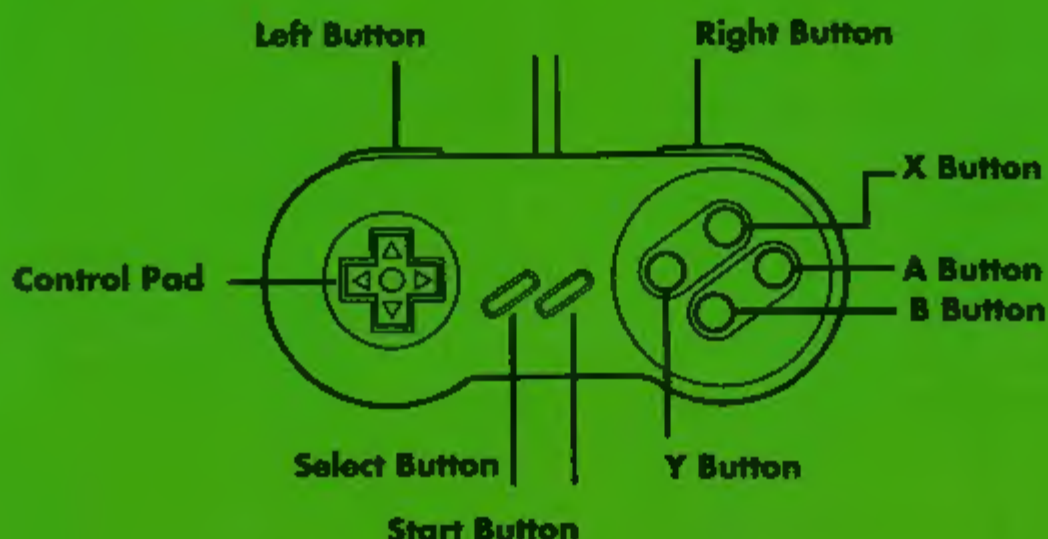


WARMING UP

1. Make sure that the power switch on your Super Nintendo Entertainment System® is Off.
2. Place the Game Pak into your Super Nintendo Entertainment System®.
3. Make sure your controllers are plugged into your Super Nintendo Entertainment System®.
4. Switch the power on.
5. Press **START** when the prompt appears.



CONTROLLING YOUR TEAM



KICKING AND PUNTING

Press **B** to set the kicker in motion.

To kick farther, wait until the distance bar reaches the top of the Kick Meter.

To control ball placement, press **LEFT** or **RIGHT** on the Control Pad.

KICK RECEIVING

Use the Control Pad to move the kick returner to the location on the field marked with an X.

Press **X** to jump and catch the ball.

See Rushing for controlling a ball carrier.

BEFORE THE SNAP OFFENSE

Snap the ball:

B

Select and call an audible:

A, X or Y (See Audibles
on page 11)

Cancel an audible:

L or R

DEFENSE

Control another player: **B**
Select and call audible: **A, X** or **Y**

AFTER THE SNAP

OFFENSE

Rushing
Direction: Control Pad
Spin: **A**
Dive: **Y**
Jump: **X**

Passing

Zoom out to see receivers: **B**
Each receiver has a letter corresponding to a button
(**A, B, X, Y**) on your Super NES Controller.
To pass to a receiver press the appropriate button.

Receiving

Jump and catch: **X**
To dive and catch the ball use the Control Pad to control the direction of the player's dive and press **X**.

DEFENSE

Direction: Control Pad
Player closest to ball: **B**
Diving tackle: **A**
Jump: **X**



SUIT UP AND GET READY TO PLAY

The Select Mode screen provides you with a choice of three modes of play. You may also select the Password mode to continue your play-off games. The options menu allows you to adjust the time and playing conditions.

End 2 End

Select from any of 30 teams for head to head competition.

Play-offs

Lead your team to a Championship. (See Post-Season Play on page 19)

All-Star

The finest athletes from both conferences battle for honor and glory in an All-Star Bowl.

Use **UP** and **DOWN** on the Control Pad to select the various options for your game. Press **B** to make your selection.

Password

To continue play-offs already in progress input the correct password.

Use the Control Pad to select a character.

Press **B** to input the character.

(See Passwords and Play-offs on page 20)

Options

To move through the various options use **UP** and **DOWN** on the Control Pad. Press **LEFT** or **RIGHT** on the Control Pad to customize your options.

Time: 20, 40 or 60 minutes
Field Type: Open-Grass or Turf, Dome-Turf or Auto
(The CPU selects the field.)
Weather: Sunny, Rain, Snow or Auto (The CPU
selects the weather conditions.)

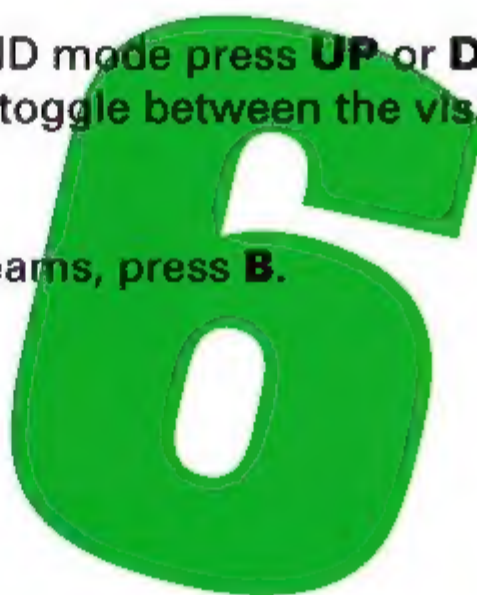
SELECTING YOUR TEAM



The Select Team screen allows you to pick which team you want to play. If you are in END 2 END mode you can also pick the opposing team. The team at the top of the screen will

be the visiting team. Sterling Sharpe will provide you with an analysis of some of the strengths and weaknesses of the teams as they are displayed.

1. Use **LEFT** or **RIGHT** on Controller One to cycle through the various teams.
2. If you are in END 2 END mode press **UP** or **DOWN** on the Control Pad to toggle between the visitor and home teams.
3. After selecting both teams, press **B**.



SELECTING PLAYERS

With the multiplayer adapter, any combination of up to five players is possible. You and up to four of your friends can play against the CPU or head-to-head.



1. Use LEFT and RIGHT on the Control Pad to place your player icon underneath the team you wish to play.

2. Press A to cancel a selection.

3. Press START to exit.

Player Number and Icon Color

Player One	Red
Player Two	Blue
Player Three	Yellow
Player Four	Green
Player Five	Purple

COACH'S TIP: To watch a game without playing, do not touch the Control Pad. Press **START** at the **SELECT PLAYER** screen.

THE COIN TOSS



Heads or Tails

If you're the Visitor you must make a call for the coin toss.

Press **UP** or **DOWN** on the Control Pad to select either Heads or Tails. Press **B** for the referee to toss the coin.



Receive or Kick

If you win the toss you may elect to kick or receive.

Press **UP** or **DOWN** on the Control Pad to select either Receive or Kick. Press **B** to make your decision.

Home or Visitor

If you lose the coin toss you will be able to select which goal to defend. If you're playing in an outdoor stadium, make sure you take into consideration the wind direction. Those gusts can come from eight directions.

THE KICKOFF

If you're lucky enough to receive the ball first, the kick returner will catch the ball automatically and begin to run downfield. You may control the ball carrier using the Control Pad. If the ball is caught in the endzone, you can attempt to run downfield or press **B** to down the ball for a touchback.

OFFENSIVE COORDINATOR

As the Offensive Coordinator of your team it is your responsibility to guarantee a devastating air assault or deliver an effective ground attack. In Sterling Sharpe's END 2 END selecting that game winning play is simple.



Play Selection

At the Play Selection Screen, select a formation by pressing the button which corresponds to the letter assigned to each formation.

To select a play, press **UP** or **DOWN** on the Control Pad to search through different plays. Once you find that perfect play, press the button which corresponds to the letter assigned to that play.

Let's say you want to sweep left instead of right. That's easy. If you want to reverse a play, press **LEFT** or **RIGHT** on the Control Pad.

Press **SELECT** to cancel a formation selection.

Kick Returns

On special teams play, your kick receiver will automatically run out of the endzone. To down the ball in the endzone for a touchback, press **B**.

Running the ball

When a running play is selected, the quarterback will automatically hand off the ball. When your icon appears above the ball carrier, use your Super NES Controller to control the ball carrier. (See Controlling Your Team on page 3)

Passing

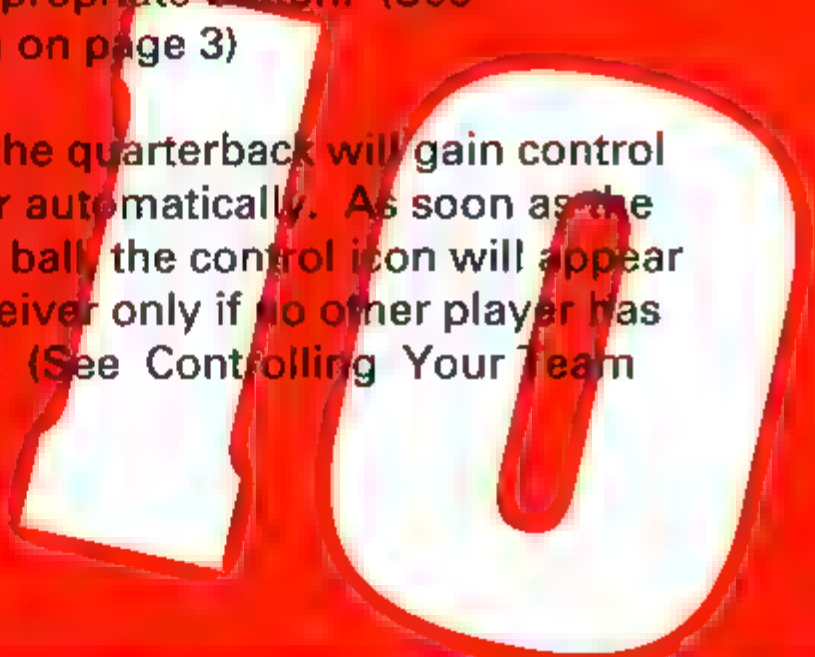
A unique feature of Sterling Sharpe: END 2 END is the scaling view of the field. This capability allows the player at quarterback to view all of his receivers at once, in relation to the line of scrimmage and their field position. Up to four receivers are available for some passing plays.



On passing plays, snap the ball by pressing **B**. To view your receivers, press **B** again. Each receiver has a letter corresponding to a button on your Super NES Controller. To pass to

a receiver, press the appropriate button. (See Controlling Your Team on page 3)

The player controlling the quarterback will gain control of the intended receiver automatically. As soon as the quarterback passes the ball, the control icon will appear above the intended receiver only if no other player has control of that receiver. (See Controlling Your Team on page 3)



Calling Audibles

Don't like the way the defense is set? Well, you can probably confuse them a bit. At the line of scrimmage press A, X, or Y to call an audible. Each button corresponds to a different play. Three offensive and three defensive audibles can be used. You can even customize which plays you want.

To set your audible plays:



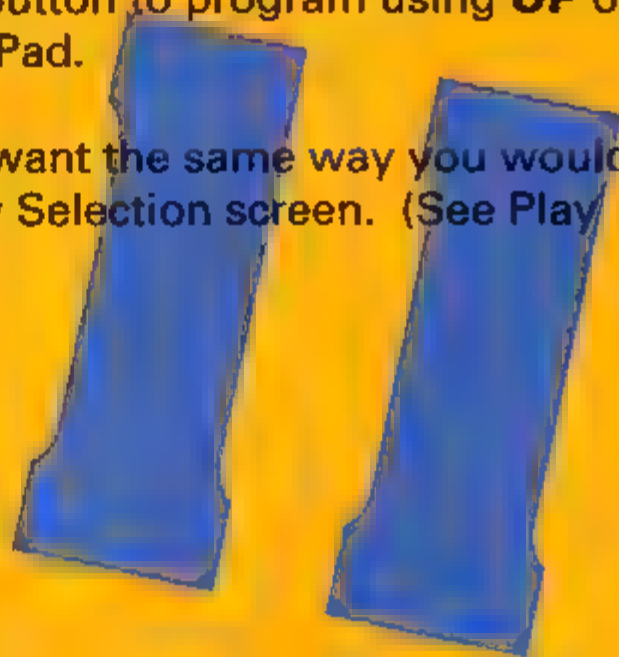
1. If you're not already at the Play Selection screen, press **START** then **B** to call a time out.

2. At the Play Selection screen, press **START** to go to the Pause Menu.

3. At the Pause Menu, press **UP** or **DOWN** on the Control Pad to select SET AUDIBLES, then press **B**.

4. Program your Super NES Controller for audible plays by selecting the button to program using **UP** or **DOWN** on the Control Pad.

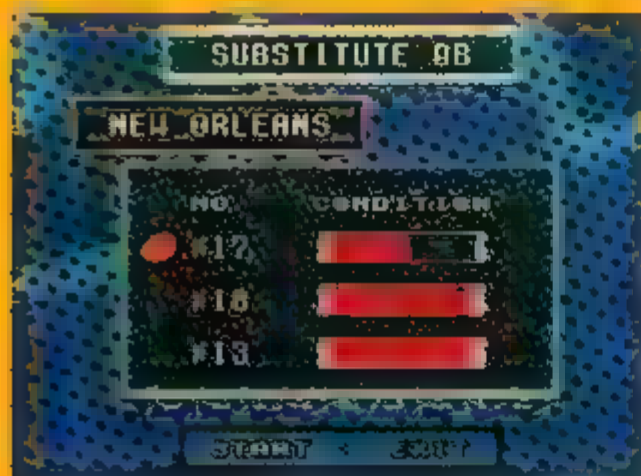
5. Select the play you want the same way you would select a play in the Play Selection screen. (See Play Selection on page14)



Quarterback Substitution

If your quarterback isn't performing the way you expected, you can send in a backup quarterback. You can also check on the condition of all of your quarterbacks.

To send in a backup quarterback:



1. Press **START** at the Play Select screen.

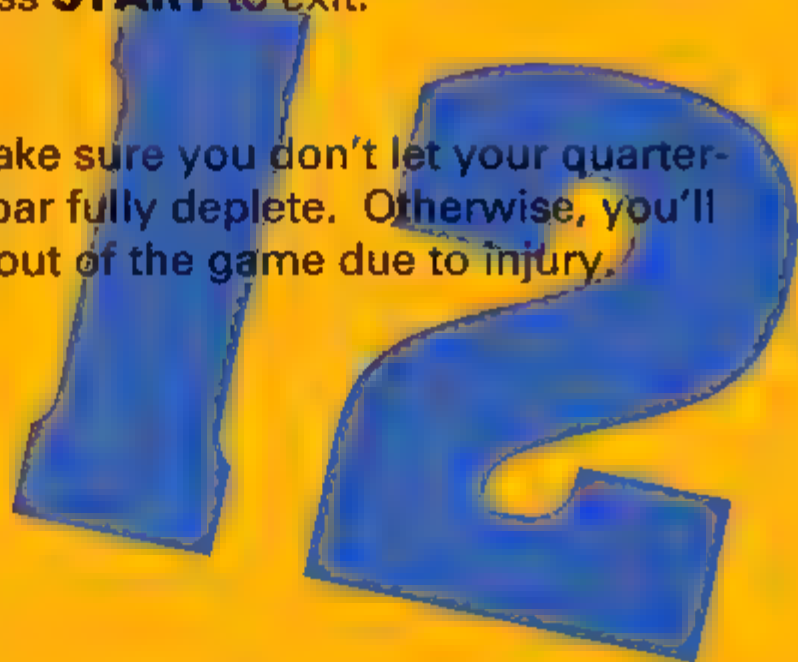
2. When the Pause Menu appears, select **SUBSTITUTE QB** by pressing **DOWN** on the Control Pad.

Press **B** to choose the function

3. When the Substitute QB screen appears, press **UP** or **DOWN** on the Control Pad to select your new quarterback. Press **B** to confirm your selection.

4. If you only want to check on your current quarterback's status, press **START** to exit.

COACH'S TIP: Make sure you don't let your quarterback's condition bar fully deplete. Otherwise, you'll have to take him out of the game due to injury.



DEFENSIVE COORDINATOR

As the defensive coordinator of your team it's your responsibility to keep your defense large and in charge. In *Sterling Sharpe: END 2 END* there are numerous defensive plays and formations to help you accomplish this task. You'll be able to pick any defensive formation and play at the Play Selection screen.

Play Selection

At the Play Selection Screen, select a formation by pressing the button on your Super NES Controller which corresponds to the letter assigned to each formation.

To select a play, press **UP** or **DOWN** on the Control Pad to search through different plays. Press the button on your Super NES Controller which corresponds to the letter assigned to the defensive play of your choice.

Press **SELECT** to cancel a formation selection.

Before the snap, select which defender you want to control by pressing **B** until your control icon appears above the desired player. After the snap, press **B** to control the defender closest to the ball. (See *Controlling Your Team* on page 3)

After the snap, the control icon will briefly disappear while your player begins the defensive play. The icon will then reappear and control will be restored.

THE PLAY SELECTION SCREEN

The Sterling Sharpe: END 2 END Play Selection screen provides you with the critical information needed in deciding which play to call next. The defensive formations and plays are always stationed at the top of the screen, while the offense will select its formations and plays from the bottom of the screen.

Along with the formations and plays, the scoreboard and the number of time-outs available for each team are displayed.



The football on the side of the screen denotes which team has possession of the ball.

After offensive play selection is complete the field view will automatically appear.

14

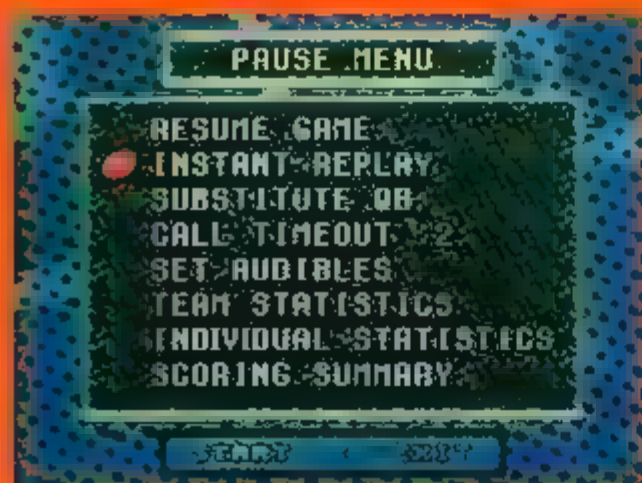
THE FIELD

At the top of the field view the scoreboard will show the down, the number of yards needed for a first down, the line of scrimmage, the quarter, the game clock, and the play clock.



Play by play information will scroll down from the top of the screen along with encouragements from Sterling Sharpe himself!

THE PAUSE MENU



The Pause Menu is available by pressing **START** at the Play Selection screen.

15

THE INSTANT REPLAY

Use the Instant Replay to review any play or to relive that game-winning touchdown pass again and again.

How to use your Instant Replay:



1. Press **START** to pause the game.

2. Press **DOWN** on the Control Pad to select INSTANT REPLAY, then press **B**.

Play:

Frame by Frame:

Fast Forward:

Rewind:

Exit and Record Next Play:

B

X

A

Y

START

COACH'S TIP: You'll only get to review the most recent play, so take advantage of this feature!

CALLING A TIME-OUT

Three time-outs per half are allotted to each team.

To call a time-out on the field:

1. Press **START** to pause the game. The score will appear at the top of the screen along with the number of time-outs remaining.
2. Press **B** to reset the play clock to 40 seconds and view the Play Selection screen.

To call a time-out at the Play Selection screen:

1. Press **START** to pause the game. The Pause Menu will appear.
2. Press **UP** or **DOWN** on the Control Pad to select CALL TIME-OUT, then press **B**.

SCORING SUMMARY

The Scoring Summary for the current quarter can be viewed at any point during the quarter. The Scoring Summary is not available in CPU vs. CPU mode.

To view the Scoring Summary:

1. Go to the Pause Menu by pressing **START** at the Play Selection Screen.
2. Press **UP** or **DOWN** on the Control Pad to select SCORING SUMMARY, then press **B**.
3. Press **UP** or **DOWN** on the Control Pad to view the summary.
4. To exit SCORING SUMMARY, press **START**.

TEAM AND INDIVIDUAL STATISTICS

Team and Individual Statistics can be viewed at any time except in CPU vs. CPU mode.

To view Team or Individual Statistics:



TEAM STATISTICS				
VISITOR		HOME		
DET	CHS			
4TH DOWN EFFICIENCY				
0% 0% 0% 100%				
TOTAL OFFENSIVE PLAYS				
NEW YAS	24			0
ATTEMPTS	2			0
AVERAGE	12.0			0.0
RUSHING				
NEW YAS	24			0
ATTEMPTS	2			0
AVERAGE	12.0			0.0
PASSING				
GROSS YAS	0			0
SACKED	0			0
LOST YAS	0			0
NEW YAS	0			0

1. Go to the Pause Menu by pressing **START** at the Play Selection Screen.

2. Press **UP** or **DOWN** on the Control Pad to select TEAM STATISTICS or INDIVIDUAL STATISTICS, then press **B**.



INDIVIDUAL STATISTICS				
VISITOR		HOME		
DET	CHS			
RUSHING				
NEW YAS	24			0
ATTEMPTS	2			0
AVERAGE	12.0			0.0
PASSING				
GROSS YAS	0			0
SACKED	0			0
LOST YAS	0			0
NEW YAS	0			0

3. Press **UP** or **DOWN** on the Control Pad to view the statistics.

4. To exit TEAM STATISTICS or INDIVIDUAL STATISTICS, press **B**.

18

POST-SEASON PLAY

In Sterling Sharpe: **END 2 END** you'll play three play-off games. If you can make it that far, you'll get the chance to compete in the Championship Game. As your games take place, other games can take place concurrently. You also have the option to watch or play as other teams in the play-offs. In Play-off mode, you will only be able to select one team at the Select Team screen.

To select a team:

1. Press **RIGHT** or **LEFT** on the Control Pad to review each team.
2. To select a team, press **B**.

After choosing your playoff team, the play-off brackets will appear. The password for the current standings



will appear in the upper right hand corner of the screen. The team you selected along with your first opponent will automatically be highlighted in red.

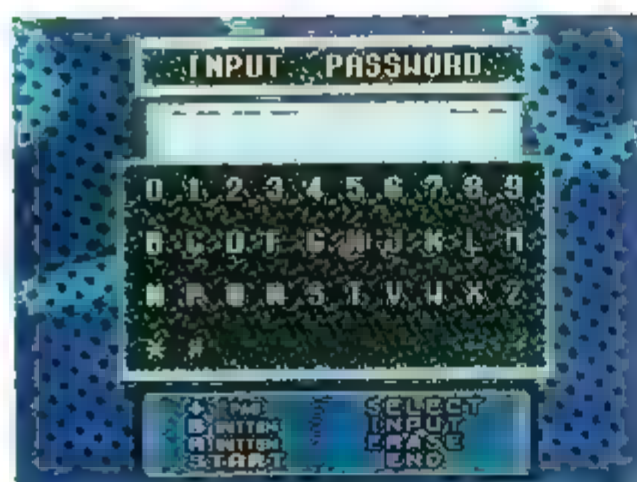
To begin your play-offs, press **START**.

COACH'S TIP: Remember to record each password before you exit the Play-off screen!

You can watch other teams play after playing your team's first playoff game:

1. Press **UP** or **DOWN** on the Control Pad to move the flashing bars.
2. Press **B** to highlight (in red) the game you want to play or watch.
3. If you want to cancel your decision, press **A**.
4. To select more games, begin from step 1.

PASSWORDS AND PLAY-OFFS



To restore previous play-off standings in Sterling Sharpe: **END 2 END:**

1. At the Mode select screen, press **UP** or **DOWN** on the Control Pad to select **PASS-WORD**, then press **B**.

The Password screen will appear.

2. Use a password from the Play-off Standings screen.
3. Press **UP**, **DOWN**, **LEFT** or **RIGHT** on the Control Pad to move the football to the desired letter. To select a letter press **B**. To erase a letter, press **A**.
4. To move the cursor backward or forwards, place the football on the left and right arrows.
5. To exit the Password screen, press **START**.

COACH'S TIP: If you want to exit the Password screen without entering a password, press **START** twice.

STERLING SHARPE



Height: 5'11"
Weight: 210 lbs.
Birthplace: Chicago, IL
Birthdate: April 6, 1965

Pro Career Highlights
Broke his own NFL single season reception record of 108 by catching 112 passes in 1993.

Only receiver to ever have two seasons with 100 or more catches in 1992 and 1993.

Led the NFL in receptions in 1989, 1992, and 1993.

Schick NFL Rookie of the Year 1988.

Selected to four Pro-Bowls: 1989, 1990, 1992, and 1993.

College

Sterling had a record setting tenure at the University of South Carolina. He set school records for most receptions, most yards, and most touchdowns.

In 1988, Sterling's #2 jersey was retired by the University of South Carolina.

Sterling loves competition. Whether practicing or playing, Sterling gives his best effort. Sterling played the last five games of the 1990 season with six cracked ribs, proving his dedication to the team and his desire for competition. He has become arguably the best at his position in the National Football League.

-Professional Management Inc.

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TAKING CARE OF YOUR JALECO GAME PAK

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your Super NES Control Deck is SWITCHED OFF when inserting the Game Pak.

23

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Watch for new Jaleco video games
for the Super Nintendo Entertainment System®
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Jaleco makes great video games for the
Nintendo Entertainment System® and the
Nintendo Game Boy® as well!



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